

TIME WARNER INTERACTIVE

GAME MANUAL

JAGUAR™ CD

Read before using your Atari Jaguar CD video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD
The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.
- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

CONTENTS

STARTING THE GAME

1. Make sure the power switch is OFF and there is no CD in the Jaguar CD System.
2. Open the unit, and insert the Primal Rage CD gently in the Jaguar CD System, close the cover and turn the system On.

PRIMAL RAGE — THE STORY

Eons ago, before humans walked the planet, there was rage. Life on Earth was complex, as were the instincts of the planet's life-forms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods.

These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles.

Dinosaurs were the dominant animals on land, and great forests covered almost all available space. New life forms evolved at a rapid rate, and civilizations emerged.

Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation.

Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. Get ready for Rage!



GENERAL CONTROLS

The manual refers to following controls:



Jaguar 3 Button

Jaguar 6 Button



CONTROL REFERENCE

Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple D-Pad directions. Use this reference to refine your button pushes and D-Pad presses.

3 Button Controller:

Option Button = Low Fierce (4)

C Button = High Quick (1)

B Button = High Fierce (2)

A Button = Low Quick (3)

6 Button Controller:

Z Button = High Quick (1)

Y Button = High Fierce (2)

X Button = High Power

C Button = Low Quick (3)

B Button = Low Fierce (4)

A Button = Low Power

Numeric Buttons:

1 Button = High Quick (1)

2 Button = High Fierce (2)

3 Button = High Power

4 Button = Low Quick (3)

5 Button = Low Fierce (4)

6 Button = Low Power

Pause = Pauses the game

D = D-Pad Down

U = D-Pad Up

T = D-Pad Toward your opponent

A = D-Pad Away from your opponent

Note: You must select the 6 Button configuration in the Modify Controls option (see Modify Controls, pg. 12) for these buttons to take effect.

For Example: Hold Buttons 1+3 and D-Pad T/A=Hold Buttons 1+3 simultaneously and Press D-Pad Toward then Away from opponent

Note: Both T(oward) and A(way) D-Pad movement are actually Left and Right directions depending on which side your opponent is located.

Power Moves

Quick is a quick attack. Fierce is a slower, more damaging attack. For a power move, press both High or Low Quick and Fierce Buttons simultaneously to attempt more powerful attack.



MAIN MENU



At the main title screen, press any button to go to the Main Menu. Press the D-Pad Up or Down, then press the B Button to select one of these options:

Start Game

When you select this option, you'll go to the Start Menu that consists of the following options:

Arcade Game - This option is the game's default setting. Just like the arcade version, players select dinos and conquer lands for Urth domination. One or two players can then select one of the seven available dinosaurs to fight for Urth domination. In 1 Player mode, you'll face each of the other 7 dinosaurs in their home territory. With 2 Players, you'll both battle for Urth domination until one player conquers all lands.

Note: Arcade mode lets Player 2 jump in at anytime. Player 2 can press any button to stop a one player game, and start the two player game.

1P Training - One player selects this option to practice the games various bone-crushing moves and dinosaur fighting tactics. When this option is selected, you'll go to the Dino Select Screen (see Dino Select, pg. 13). Select one of the seven Dinos, then select your opponent.

2P Game - Select this option to go directly to the 2 Player mode. Two players select Dinos (see Dino Select, pg. 13) and battle for Urth domination until one player conquers all lands.



Tug Of War - Are your fingers ready? They'll have to be if you're taking on a worthy opponent. This option takes you to the Dino Select Screen (see Dino Select, pg. 13). You'll select one dino against a friend. The game screen has just one Life Blood Bar. The object of Tug of War is to battle until your dino has completely covered all the area in the Life Blood Bar. As the fight goes on, the control of the bar will work its way back and forth like a real tug of war.

Endurance - Like the Tug of War option, this game mode will also test the endurance of your fingers. At the Dino Select Screen (see Dino Select, pg. 13), you'll select 4 dinos to work as a team. Your opponent will also select 4. You'll battle until one player has lost all his dinos. The Life Blood Bars will not be replenished as your dinos win and take on their next opponent.



INGAME OPTIONS



This option takes you to the Ingame Options Screen to make various changes to your gameplay. Press the D-Pad Up or Down to move the arrows next to the option you want to change, then press the B Button to select. Here are the Game Options:

Credits - This option allows you to set the game to allow from 1 to 10 game credits (continues). Press the D-Pad Up or Down to make changes. As you get better at Primal Rage, you can set this option to a lower setting, and create an even greater challenge.

Rounds - You can set the number of rounds you'll fight your opponent before the winner is determined. Press the D-Pad Up or Down to make changes. Select 7, for a best of seven bout, 5 for a best three out of five, 3 for a best two out of three, or 1 for a one time winner-take-all rage. The default is 3. If both players have an equal number of wins and tie in the final round, the game will go into Sudden Death. If there is tie in sudden death, both players lose the battle.

Round Time - Each bout has a set time in which the winner must be determined. You can set the game's bout time to challenge your opponent to get a quick kill. Press the D-Pad Up or Down to make changes. The round time can be set from 30 to 80 seconds in 5 second increments. The default is 55 seconds. As you improve your fighting and accomplish quicker kills, set this option lower to put the pressure on you and your opponent.

Difficulty Level - You can set the game's difficulty level from 1 (easiest) to 16 (most difficult). Default is 10. Press the D-Pad Up or Down to make changes. As you improve your fighting skills, you can set the difficulty level to a higher setting.

- **2 Player Handicap** - This option lets you adjust your damage to any amount you want. The default is set to 100%. It can be set anywhere between 50 - 150%. The strategy is to give a less experienced player more damage to his attack against an experienced player. Experienced players should set a lower damage modifier, and beginners should set their damage modifier high. Press the D-Pad Up or Down to change the percentage for Player 1 or 2. As you make changes, the strength of your dino will be displayed in percentages.



OPTIONS



The Options Menu has six options available to set up your game. They are:

Reset High Scores - If you select this option, the game will reset the High Score Table.

Reset Defaults - Select this option anytime you want to return all options to their default settings.

Gore Level - Select ON or OFF (default GORE ON). If GORE OFF is selected, there is no blood, no Fatalities and you can't eat worshippers. This includes the refuel round that occurs before the Final Battle in the 1 Player Game. Instead, you automatically will receive 50% refuel power for the Final Battle.

Music Test - Select this option to listen to the CD quality music used in Primal Rage. Press the D-Pad Left or Right to cycle through the numbered songs. The music tracks will be heard as you cycle to each one.

Modify Controls - Select this option and you'll view controller graphics with closeups of the Jaguar button configurations. Press the D-Pad Left or Right to make changes to the 3 Button Controller. (See Controls Reference, pg. 4, for default settings). The new configuration will be displayed. Player 2 will also make changes here. When you find the setting you like, press the B Button to return to the previous menu.



LANGUAGES

Select this option to change the game language.

Statistics - Primal Rage keeps track of many fighting statistics as you play the game. To view various stats from all your matches select one of these two options:

- Time Stats - View several statistics based on fighting times in seconds.
- Other Stats - Select this option to view other stats regarding games, continues and each dino.

DINO SELECT



After you've selected your game type and set your options the way you want, you'll need to select your character. Press the D-Pad Up, Down, Left or Right to highlight the dino you want, then press the B Button to select. A Dino match up screen will appear for a moment, then you'll begin the Rage.

RAGE!



Now that the preliminaries are over, get ready to Rage! The main Rage screen displays each dino's name, a red Life Blood Bar, a yellow Brain Stem Bar and a Timer. Various other functions appear on-screen during each rage. Read the following to familiarize yourself with Primal Rage:

- **Life Blood Bar** - The red life Blood bar is displayed above your dino's name in the upper right or left side of the screen. It diminishes as you take on damage, and the match ends when one dino's bar has been depleted.

- **Brain Stem Bar** - This yellow bar is located directly below the Life Blood Bar and indicates your dino's brain strength. When the yellow bar is depleted, your dino will appear dazed and vulnerable - but not beaten. You can snap out of the daze by moving the D-Pad quickly Left and Right, or when your opponent nails you with one of the various moves.
- **The Timer** - There are various time settings you can set your rage to (see Round Time, pg. 9). Each bout is timed. When the timer winds down to 10 seconds, the remaining seconds will begin to beep. This is your warning that the match is about to end. If time runs out before a dino is beaten, the earth will lift both combatants into the air. The dino with the most life remaining will win the rage.
- **Win Icon** - Each time you win a bout, an icon will appear on the winner's side under the timer. Depending on how you have set Rounds (see Rounds, pg. 9), the winner of the bout will have to accumulate 1, 2, 3 or 4 icons.
- **Hit Combos** - During each rage, dinos can inflict heavier damage to their opponent with multiple hit combos. The more hit combination moves you connect on, the heavier the damage you'll inflict. When you put a nice hit combo together, it will appear in green on your side of the screen (Left side for Player 1, Right side for Player 2).

DOMINATION OF THE URTH



Each time you win a rage in Normal Game mode, the Urth Screen appears and tells you what portion of the world you have conquered and how many worshippers you've accumulated. Continue to win your rage bouts until you have conquered all lands and collected thousands of worshippers. Once you have conquered the Urth, your chosen dino will take on all other dinos one-at-a-time in The Final Battle Ground (difficulty 10 or higher only). There is no timer, and your Life Blood Bar is not reset, so you'll have to dispose of your enemy as quickly as you can. If you have set the game to allow continues (see Credits, pg. 9), you may choose to continue the game if your dino is beaten.

REFUELING

In the 1 Player mode, with a difficulty level of 10 or higher and Gore set On (see Game Gore, pg. 11), you will need to refuel your dino for the final battle. This process takes place only after you've defeated all other dinosaurs. To refuel, you will have to eat as many worshippers as possible in 20 seconds.

DINO PROFILES AND MOVES

Read the following profiles to get familiar with each of the dinosaurs available in Primal Rage. Button references in each profile are listed as numbers. Numbers 1 through 4 refer to buttons on your controller. (See Control Reference, pg. 4, for a rundown of D-Pad and controller button descriptions).

Each dino's special move is numbered. When configuring your controller (see Modify Controls, pg. 12), refer to the special move's number to configure the special moves).

Armadon

For over a million years, Armadon dwelled in his cave beneath the Earth's crust, telepathically linked to the biomass. The Cataclysms and the battles for supremacy over the changing planet tortured him. Now, he has risen to settle things once and for all.

Basic Moves:

Button 1 = Snout Gouge
Button 2 = Upper Snout Gouge
Button 3 = Short Tail Whip
Button 4 = Long Tail Whip
Button 4 + D-Pad Down = Overhead Tail Whip
Button 2 + D-Pad Down = Deep Upper Snout Gouge
Button 4 + D-Pad Up = Jumping Tail Whip
Button 2 + D-Pad Up = Jumping Snout Gouge



Special Moves:

Bed-O-Nails	Hold Buttons 2+3 and D-Pad D/U
Iron Maiden	Hold Buttons 2+3 and D-Pad A/U/T
Mega Charge	Hold Buttons 1+3 and D-Pad A/D/T

Blizzard

Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Earth met the Great Meteor. He lived high in the mountains, descending only when threatened. His animal power and age-old wisdom makes him almost unstoppable.

Basic Moves:

Button 1 = Right Jab
Button 2 = Left Jab
Button 3 = Left Low Punch
Button 4 = Left Uppercut
Button 4 + D-Pad Down = Leg Undercut
Button 1 + D-Pad Up = Flying Elbow
Button 4 + D-Pad Up = Flying Kick



Special Moves:

Mega Punch (short)	Hold Buttons 1+2 and D-Pad A/T
Freeze Breath	Hold Buttons 1+2+4 and D-Pad A/T
Air Throw	Hold Buttons 2+3 (in close)

Chaos

Chaos, the mightiest witch doctor on the first continent, wanted to control the evolution of humanity. During his power quest, he cast a mighty spell that backfired and turned him into a foul, disgusting beast, forced to wallow in his own filth for eons. During the Cataclysm, Chaos prayed to Throshti, god of Carrion, for release. To restore his greatness, he must defeat all his enemies. When his task is completed, Chaos will regain control of his life and lead his tribe to greatness.

Basic Moves:

Button 1 = Left Jab
Button 2 = Right Cross
Button 3 = Low Punch
Button 4 = Right Head Bash
Button 4 + D-Pad Down = Leg Undercut
Button 1 + D-Pad Up = Flying Elbow
Button 4 + D-Pad Up = Flying Kick



Special Moves:

Grab-N-Throw	Hold Buttons 2+4 and D-Pad T/A
Power Puke (Fast)	Hold Buttons 1+4 and D-Pad U/T
Ground Shaker	Hold Buttons 2+3 and D-Pad A/AU/AD

Diablo

Diablo is evil in its purest form. He was released from a fiery prison deep within Earth, to which he was drawn by the pain and torment caused in the great Cataclysms. When he has conquered the planet, he will live just to torture it. If none are left to oppose him, he will burn the entire planet, sparing only the cruel and vicious.

Basic Moves:

Button 1 = Straight Chomp
Button 2 = Quick Jab Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 1 + D-Pad Down = Low Chomp
Button 4 + D-Pad Down = Low Tail Whip
Button 2 + D-Pad Up = Jumping Lunge Chomp
Button 4 + D-Pad Up = Jumping Kick



Special Moves:

Torch	Hold Buttons 1+3 and D-Pad U/T
Hot Foot	Hold Buttons 2+4 and D-Pad AU/DT
Inferno Flash	Hold Buttons 2+3+4 and D-Pad U

Sauron

Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, his instinct forced him to devour human flesh to remain immortal. The hungry hordes of humanity worshiped him but lived in fear of his presence. Because, many humans sought refuge with other rulers of the planet, Sauron must defeat the others and feast on their followers.

Basic Moves:

Button 1 = Straight Chomp
Button 2 = Lunge Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 2 + D-Pad Down = High Face Chomp
Button 4 + D-Pad Down = Low Tail Whip
Button 2 + D-Pad Up = Jumping Lunge Chomp



Special Moves:

Primal Scream	Hold Buttons 1+3 and D-Pad D/U
Earthquake Stomp	Hold Buttons 1+2+4 and D-Pad U/D
Cranium Crusher	Hold Buttons 1+4 and D-Pad D/U

Talon

Talon was the great chief of the Raptor Clan on a hidden South Pacific island for eons. When the Great Meteor rearranged the continents, Talon's island came in contact with the mainland. Wanting to ensure the safety of his wives and children, Talon set out to eliminate all dangers to his clan's welfare. Talon prefers to live in luxury, keeping humans as cattle and hunting them for sport.

Basic Moves:

Button 1 = Left Slash
Button 2 = Upper Chomp
Button 3 = Slash Kick
Button 4 = Round House Slash Kick
Button 3 + D-Pad Down = Sliding Undercut Slash
Button 4 + D-Pad Up = Jumping Kick Slash
Button 2 + D-Pad Up = Jumping Slash Attack



Special Moves:

Brain Basher	Hold Buttons 2+3 and D-Pad A/U/T
Pounce and Flip	Hold Buttons 2+3 and D-Pad T/D/DT
Frantic Fury	Hold Buttons 1+4 and D-Pad A/D/T

Vertigo

Long ago a sorceress named Vertigo appeared from another dimension. In a great magical battle during the Mesozoic Wars, Vertigo was banished to the moon by the arch-mage Balsafas. The meteor crash weakened the old shields enough for Vertigo to return and enslave the planet once again. Once victorious, she plans to enslave hordes of humans and have them build an insane palace in multiple dimensions.



Basic Moves:

Button 1 = Jab Chomp
Button 2 = Lunge Chomp
Button 3 = Tail Whip
Button 4 = Snap Tail Whip
Button 1+ D-Pad Down = Low Jab Chomp
Button 2+ D-Pad Down = Low Lunge Chomp
Button 3 + D-Pad Up = Jumping Tail Jab
Button 4 + D-Pad Up = Jumping Tail Whip

Special Moves:

Voodoo Spell	Hold Buttons 2+3 and D-Pad A/A
Venom Spit (Slow)	Hold Buttons 1+3 and D-Pad T/T
Teleport	Hold Buttons 2+4 and D-Pad D/D

HIGH SCORES

If you're good enough to make the top ten scorers, the High Score Screen will appear. Press the D-Pad Left, Right, Up or Down to scroll through the available letters, then press the B Button to select the letter. When you have selected your third letter (or 18 letters if you have the top score), select End to save the entry.





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